



CHORD GENERATOR

MANUAL v1.0.0

VST3 · AU · AUv3 Standalone for Windows and MacOS

Designed and Developed by Mario Nieto.

Testers: Moobar, Chris Lentro, Nico5, Waves Of Matter, HiEnergy, Frio Ventus, Spirit Groove, Designerism, BIGs, Oobe, Haslo and Waveform.

Chord Generator is a versatile MIDI tool designed for creating and manipulating chords in real time. It allows users to generate complex harmonic sequences with customizable parameters for each chord and voice. With features like retriggering (where each incoming note generates a new chord variation), scale and mode selection, and advanced randomization options, it ensures dynamic and creative workflows.

SYSTEM REQUIREMENTS

Available for MacOS and Windows, functioning as an AU/VST3 plug-in and Standalone.

To run it on Mac or Windows, the following specifications or higher are required:

MacOS

- Version 10.14 or higher.
- Intel Core i5 processor / Native Apple Silicon support.
- 4GB of RAM.

Windows

- Windows 10 or higher.
 - Intel Core i5 processor.
 - 4GB of RAM.
 - An initial internet connection is required for license activation.
-

INSTALLATION AND SETUP

1 - Download - After purchase, you'll get a download link for the Windows and Mac installer and your serial number, both sent to your purchase email and accessible anytime at marionietoworld.com.

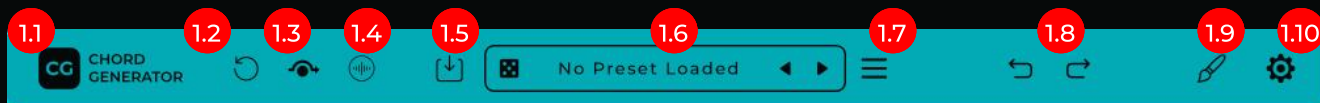
2 - Install - Run the .exe (Windows) or .pkg (Mac), then follow prompts.

3 - Register - Open in your DAW, enter your email, and use your unique serial number, good for three activations. But don't worry, if you need to install it on more computers, just send me a message at mario@marionietoworld.com.

4 -Access - In your DAW, find 'Mario Nieto' under MIDI instruments to use Chord Generator.

5 - Route the MIDI output: Chord Generator is a MIDI generator and Plug-in version does not produce sound, so you will need to route it to an instrument such as a sampler, synthesizer, or any other device that accepts MIDI. If you have any questions about this process, please visit: [SUPPORT – Mario Nieto World](#)

TOP BAR



1.1 - Logo: Click to reveal the info panel.

1.2 - Reset: Click to restore Chord Generator to its default settings.

1.3 - Bypass: When active, all incoming MIDI signals pass through Harmony Bloom unaffected, effectively bypassing its processing. It's equivalent to disabling the plugin.

1.4 - Show Sounds Panel (ONLY FOR STANDALONE): The Standalone version, in addition to generating MIDI, can also generate audio. By pressing this button, a panel will open where you can load your own sounds in WAV, AIFF, and MP3 formats. It also includes controls for volume, sound start and end points, looping, and a volume envelope. We will cover this in more detail later.

1.5 - Save Panel: Click to show Save Preset Panel. We will cover this in more detail later.

1.6 - Preset Selector and Random Preset: Here, the loaded preset is displayed. Clicking on this area will open the panel with the preset list. The arrow buttons allow you to load the next or previous preset from the list. The "random" button will select and load a preset at random from all available ones.

1.7 - Show Presets Panel: Click to reveal the Presets List panel.

1.8 - Undo/Redo: Revert the previous action or redo the previously undone action.

1.9 - Show Look editor Bar: Shows the look editing bar.

1.10 - Settings: Click to reveal the Settings panel. We will cover this in more detail later.

LOOK EDITOR BAR

Chord Generator lets you customize the interface colors to match your style. You can import and export looks as files (.mnLook), either by clicking the import button or simply dragging a look file onto the app. Note: Looks created with Harmony Bloom are fully compatible with Chord Generator, so you can easily load them. In the future, it will also be possible to create looks in CG and use them in HB.



2.1 - Background color selector: When clicked, a window will open where we can select, or type in hexadecimal, the desired color that will be used as background. Clicking on the circular Arrow we will reset the main color.

2.2 - Main color selector: When clicked, a window will open where we can select, or type in hexadecimal, the desired color that will be used as main. The main color is used in all components that are not considered background, such as shapes, text, icons... Clicking on the circular Arrow we will reset the main color.

2.3 -Random Colors: Randomizes the colors of the interface.

2.4 - Export Look: When clicked, open a dialog to export custom looks.

2.5 - Import Look: When clicked, open a dialog to import custom looks (files with .mnLook extension), you can also import custom looks by drag and drop the look file onto Chord Generator. NOTE: Looks created with Harmony Bloom are fully compatible with Chord Generator.

2.6 - Reset to Factory Colors: when pressed, we will load the colors that come from the factory. This action does not affect the default skin that we have assigned, so every time we load a new instance of harmony bloom, it will use the colors that you have set as the default skin.

2.7 - Set as default skin: So, every time we load a new instance of Chord Generator, we will use these colors.

MAIN

Chord Generator is divided into 3 main areas: the selected chord editor, the chord manager (or Pad Sections), and the global controls.

Let's take a closer look at each of them:

SELECTED CHORD EDITOR

Each chord has a type (major, minor, etc.), and each chord is divided into voices. Each voice corresponds to a horizontal line where various aspects can be adjusted, such as octave, delay, velocity, or note repetition. There are six voices: five intervals of the chord and the bass note, which is the tonic (the first note) one octave below, adding depth to the chord.

When the Single Note mode is not active, the chord also includes controls for the root note and the map note, which is the note to which the chord has been mapped.



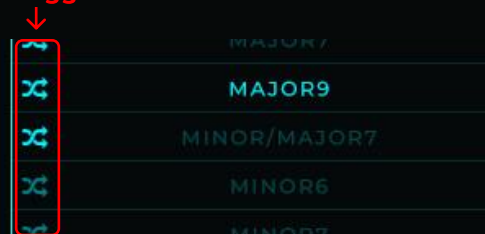
3.0 - Global Random: Randomizes the selected chord as long as no section or voice has the lock active.

3.1 - Root Note: When Single Note Mode is not active, this control becomes accessible. It defines the root note of the chord, the tonic or 1st voice. The chord is built starting from this note.

3.2 - Gospel Mode: When activated, all voices are doubled one octave higher, resulting in a chord with twice the number of notes. This creates a richer and fuller sound.

3.3 - Random Chord Type: Clicking it selects a random chord type.

3.4 - Retrigger Chord Type: When active, each time this chord is triggered, a new type will be selected. In other words, each incoming note will trigger a different chord. If you want to limit the chords that can be selected, you can do so from the same popup by toggling the **retrigger** button for the desired items on or off.



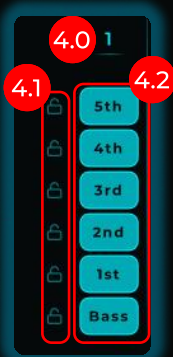
3.5 - Chord Type: Here, you can select the type of chord to use. Currently, there are 51 different types available, although future versions may include the option for users to add their own custom chord types.

3.6 - Map: When Single Note Mode is not active, this control becomes accessible. This is the note to which the chord is mapped; it's the note that will trigger the chord. A reference for the chord and the mapped note is displayed on the keyboard at the bottom.

In the Chord Editor, you can manipulate the voices independently, with each line corresponding to a voice.



Within each voice, we have access to several sections.



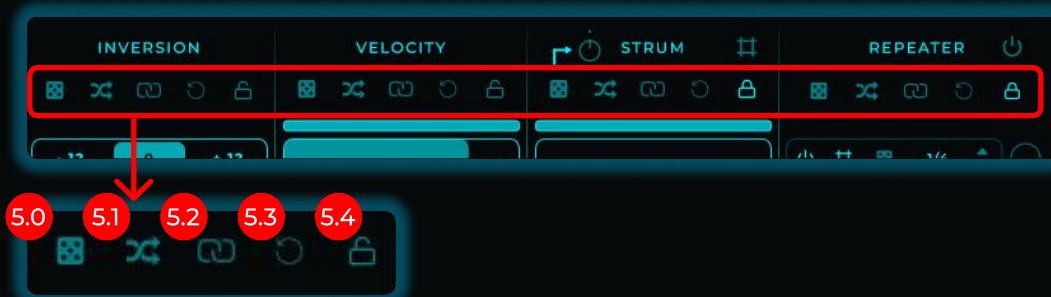
On the left side, there are controls for activation, locking, and the voice number of the selected voice.

4.0 - Pad Selected: This number indicates which PAD is selected. (We will examine the PAD section in more detail later.)

4.1 - Lock Voice: When the lock is active, no parameters of the voice can be manipulated, either manually or through randomization.

4.2 - Voice Active: Activate or deactivate a voice to determine whether it plays or not.

Inversion, Velocity, Strum, and Repeater are the attributes you can adjust for each voice. Some parameters, such as Random and Preset, are consistent and apply specifically to the section they are in.



5.0 - Random: Randomizes all voices in the section, as long as the voice or section is not locked.

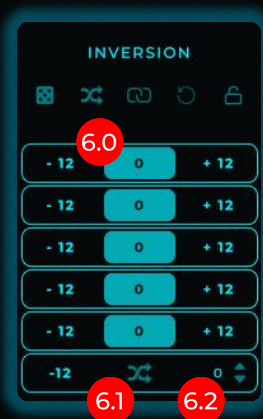
5.1 - Retrigger: Each time Chord Generator receives a note and triggers a chord, a new variation of all voices in the section will be generated, as long as the voice or section is not locked.

5.2 - Link: Links all voice values to be identical, so any changes made to one voice will be copied to the others in the section, as long as the voice or section is not locked.

5.3 - Reset: Resets all voice values in the section to their default state, as long as the voice or section is not locked.

5.4 - Random: Randomizes all voices in the section, as long as the voice or section is not locked.

Inversion: Here, you can change the octave of each voice individually.

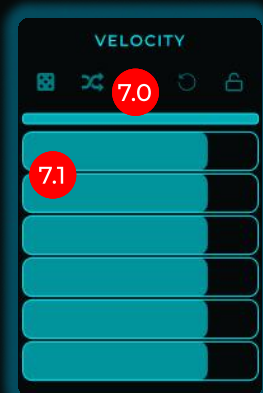


6.0 - Transpose: Transposes the voice octave by +/- 12 semitones.

6.1 - Retrigger Bass Voice: The Bass Voice (the first voice, one octave below) has a retrigger option. When activated, it selects a different semitone randomly each time it is triggered.

6.2 - Bass Voice Transpose: This control allows you to transpose the Bass Voice in semitones.

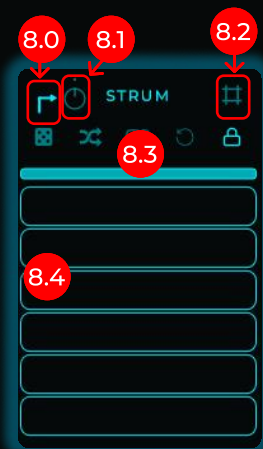
Velocity: Use these controls to adjust the velocity of each voice.



7.0 - Random Range: This bar allows you to set the range within which random values will be generated.

7.1 - Velocity Slider: These sliders control the velocity of each voice.

Strum: This section allows you to control the delay of each voice individually.



8.0 - Random Selector: Voice delays can be randomized or adjusted in two ways. The first is freeform, where each time the section is randomized, each voice gets a unique delay within the selected range. The second option uses the Strum Knob to create a progressive delay. When Random Selector is active, randomization is based on the Strum Knob, creating a gradual progression between voices. When deactivated, randomization occurs independently for each voice.

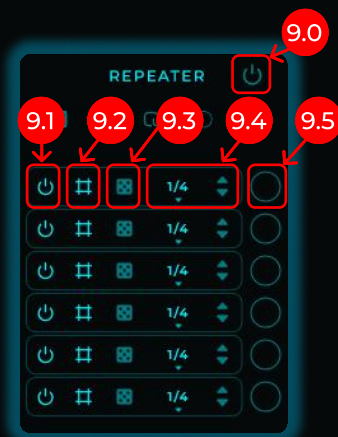
8.1 - Strum Knob: This knob adjusts the delay of voices progressively. Positive values delay each voice slightly more than the previous one, starting from the bass note. Negative values (turning the knob counterclockwise) create the opposite effect, delaying voices progressively from the fifth voice down to the bass note.

8.2 - Grid: To ensure delays align with your project's grid, activate the grid option. This adjusts delays to subdivisions based on your project's tempo.

8.3 - Random Range: This bar allows you to set the range within which random delay values will be generated.

8.4 - Delay Slider: These sliders control the delay of each voice individually.

Repeater: This section allows you to control the repetitions per note. While the voice is being played, it will repeat at the speed you have selected.



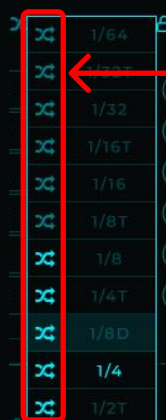
9.0 - Global Repeater Active: Activates or deactivates the repeater for all voices.

9.1 - Repeater Voice Active: Activates or deactivates the repeater for a specific voice. The Global Repeater Active must be enabled for this to take effect.

9.2 - Repeater Grid: You can choose between two types of repetition speed. One is quantized (with the grid active), aligning repetitions to your project's grid. The other is freeform, allowing you to adjust repetition speed freely in Hz.

9.3 - Random Voice Repeater: Randomizes the repetition value for the voice.

9.4 - Repetition Speed Control: This control adjusts the repetition speed. If Repeater Grid is active, a dropdown menu is used. If the grid is inactive, a slider control is provided. Additionally, you can adjust the randomization range for both controls by right-clicking on this control and setting the desired values.



You can limit the options included in the randomization of the repeater by enabling the arrows within the popup that appears when clicked.



When the Grid Repeater is not active, you can limit the randomization range by left-clicking on the control and adjusting the range.

9.5 - Cycle Indicator: This circle shows the current position within the repetition cycle.

PADS SECTION

This section allows you to create your chord palette and assign it to the desired keys. You can also decide how the chords are triggered. Each pad corresponds to a different chord. When a pad is selected (indicated by a thicker outer line), it will be the one displayed in the "SELECTED CHORD EDITOR."

Multiple pads can be manipulated at once by right-clicking on an empty area of the UI, dragging to select the desired pads, and releasing.

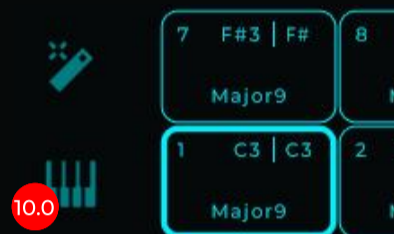
Pads can be clicked and dragged to export the chord directly as a MIDI file to your DAW or any other location.

Pads can be copied to other pads by simply clicking on them and dragging them to the desired pad.

Before diving into the details of the PADS, let's review the playback modes. Depending on the state of the keyboard icon, the pads will be displayed and behave differently:

10.0 - Single Mode: There are two playback modes:

- When this icon is off, each PAD is triggered by the note it is mapped to (see point 3.6 in the manual) and transposed to the root note (see point 3.1 in the manual). This allows up to 12 different chords to be triggered by different notes.
- When Single Mode is active, only the selected chord (or PAD) can be triggered. In this mode, all keyboard notes will play the selected chord, transposing it based on the incoming note. When Single Mode is active, the MAP and ROOT controls are not accessible.



When Single Mode is active, additional fields are displayed.



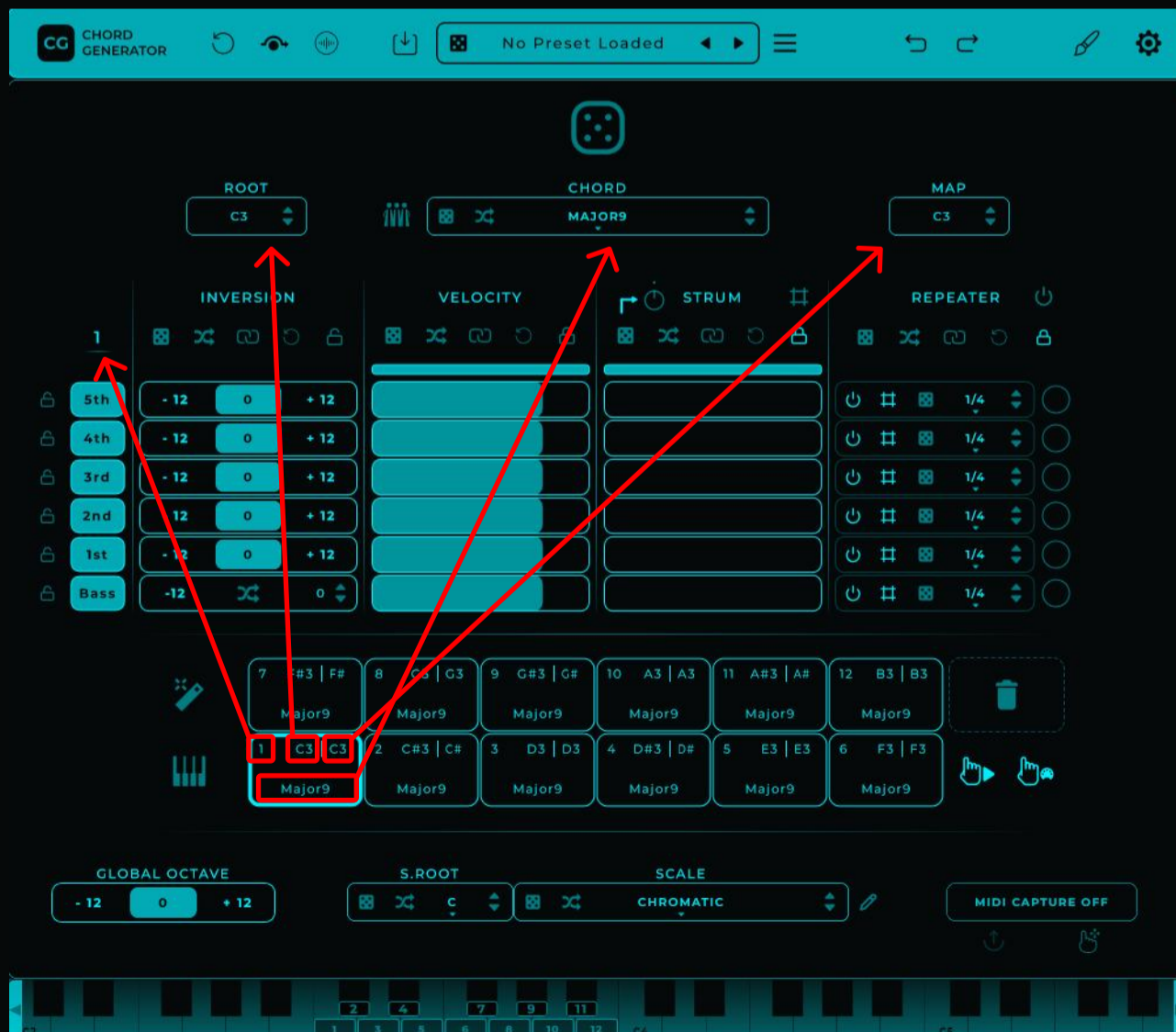
10.1 - PAD Number: Each pad has a number, which is displayed in this field.

10.2 - Root Note (on with single mode active): This indicates the root note, the starting note from which the chord is generated.

10.3 - Map Note (on with single mode active): This is the note that will trigger the chord.

10.4 - Chord Type: This shows the chord type selected for the pad.

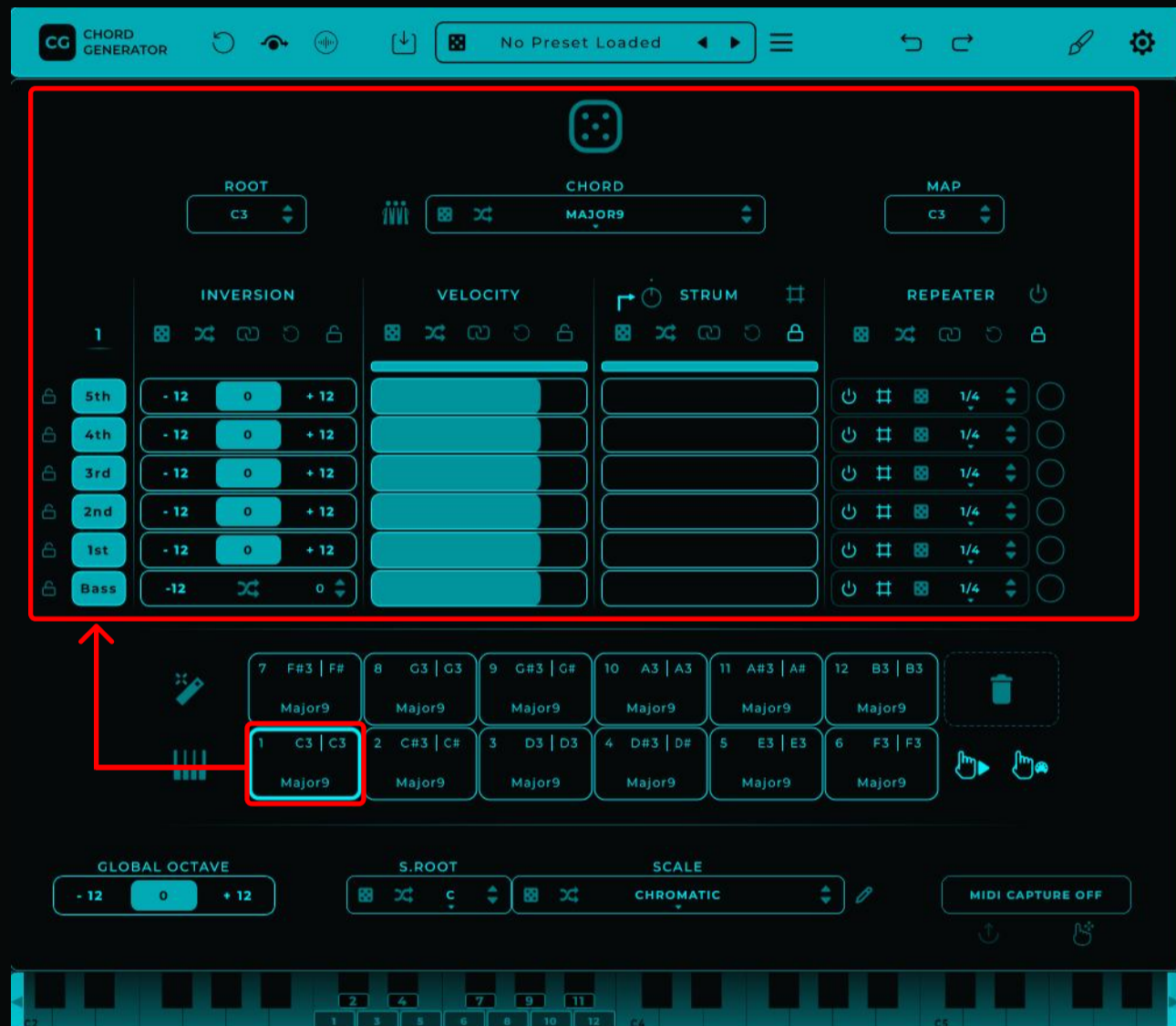
This image shows how each field of the pad is associated with its respective control:



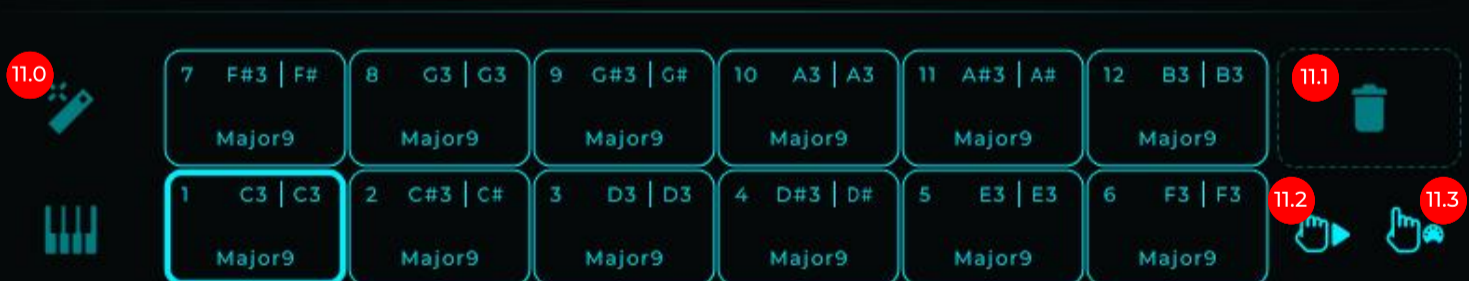


If a pad is empty, with no chord assigned, it will be displayed as follows. Clicking on it will assign the configuration from the "SELECTED CHORD EDITOR" to the pad.

Pads can be triggered either by incoming MIDI notes or by clicking on a pad with the mouse. When you click on a pad, it is selected, and the chord configuration is displayed in the "SELECTED CHORD EDITOR."



Let's take a look at the remaining controls in the PADS section:



11.0 - Auto Generate Chords: Clicking this will generate a new collection of chords, creating a new configuration for each pad. This action does not modify the Map or Root Note, and any sections with active locks will remain unaffected.

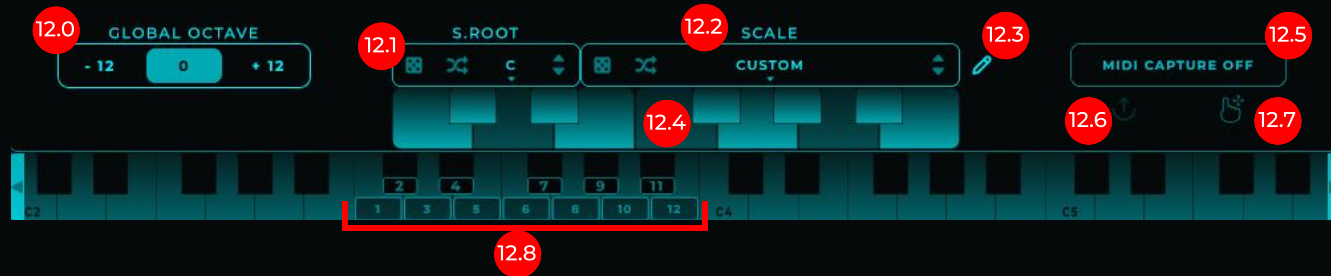
11.1 - Remove Pad: Clicking this will delete the selected pads. You can also drag pads directly onto this area to delete them.

11.2 - Play Pad When Selected: Plays the chord when a pad is selected. Turn this off to select chords without triggering them.

11.3 - Select Pad From MIDI: Automatically selects a pad when it is triggered by a MIDI note.

GLOBAL AREA

At the bottom, there are several global controls. **These controls are shared across all pads.**



12.0- octave transpose: Transposes all notes to the selected octave.

12.1 - Root Mode: This feature ensures all generated notes align with the chosen root note, maintaining musical cohesion and staying in key. It includes a Random button to select a random scale and a Retrigger option to generate a new scale variation with each triggered chord.

12.2 - Scale Selector: Here you can select from up to 57 different musical scales or modes for your sequence. By choosing a specific scale, the generated notes will adjust to fit within that scale, ensuring melodic and harmonic consistency in your music. Additionally, there is a Random button to randomize the selected scale type and a Retrigger button. When Retrigger is enabled, each time Chord Generator receives a note and triggers a chord, a new scale variation will be selected.



You can limit the options included in the randomization of the repeater by enabling the arrows within the popup that appears when clicked.



(Right-clicking opens this popup)

Keep on Preset Switch (Inactive/Active) (Available only in Scale Root and Scale Mode): Maintains the current parameter value when switching presets or patches, instead of adopting the parameter value from the new preset.

12.3 - Show Scale Editor: Shows or hides the keyboard to edit the scales.

12.4 - Custom Scale Keyboard selector: From this keyboard, you can adjust the scale used as you prefer. Scales are the final filter, meaning whatever Chord Generator generates, this scale will not let through the notes that are not activated.

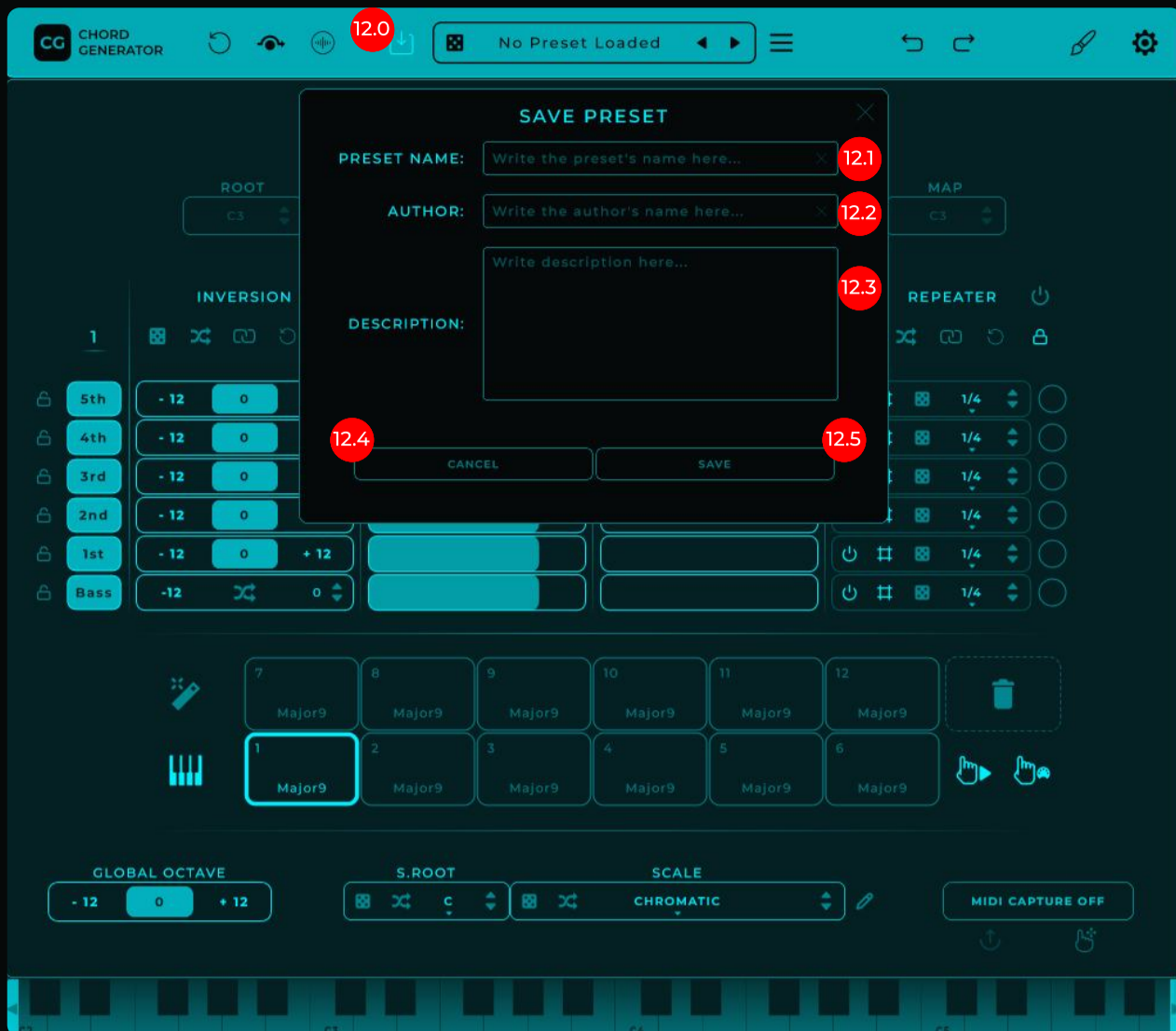
12.5- MIDI Capture: Capture and record MIDI sequences efficiently within the app. For most versions, recording initiates only when the DAW is in play mode. In the Standalone version, recording starts immediately upon pressing the 'MIDI Capture' button.

12.6 - MIDI Export Button: Easily export your captured MIDI sequences to a specific location on your device for further use or processing. Click the 'MIDI Export' button and choose your preferred destination folder.

12.7 - DragDrop MIDI Export: Intuitively drag and drop your MIDI sequences into a DAW or any desired location. The 'DragDrop MIDI Export' feature simplifies the process of integrating your MIDI creations directly into your workflow.

12.8 - Key Mapping Guide: The numbered squares on the keyboard are displayed only when Single Mode is inactive. Each square corresponds to a pad and the key it is mapped to. This provides a quick visual guide to see which keys trigger which pads.

HOW TO SAVE A PRESET



12.0 - Save Panel: Click to open the Save Preset Panel.

12.1 - Preset Name: Use this field to name the preset you want to save.

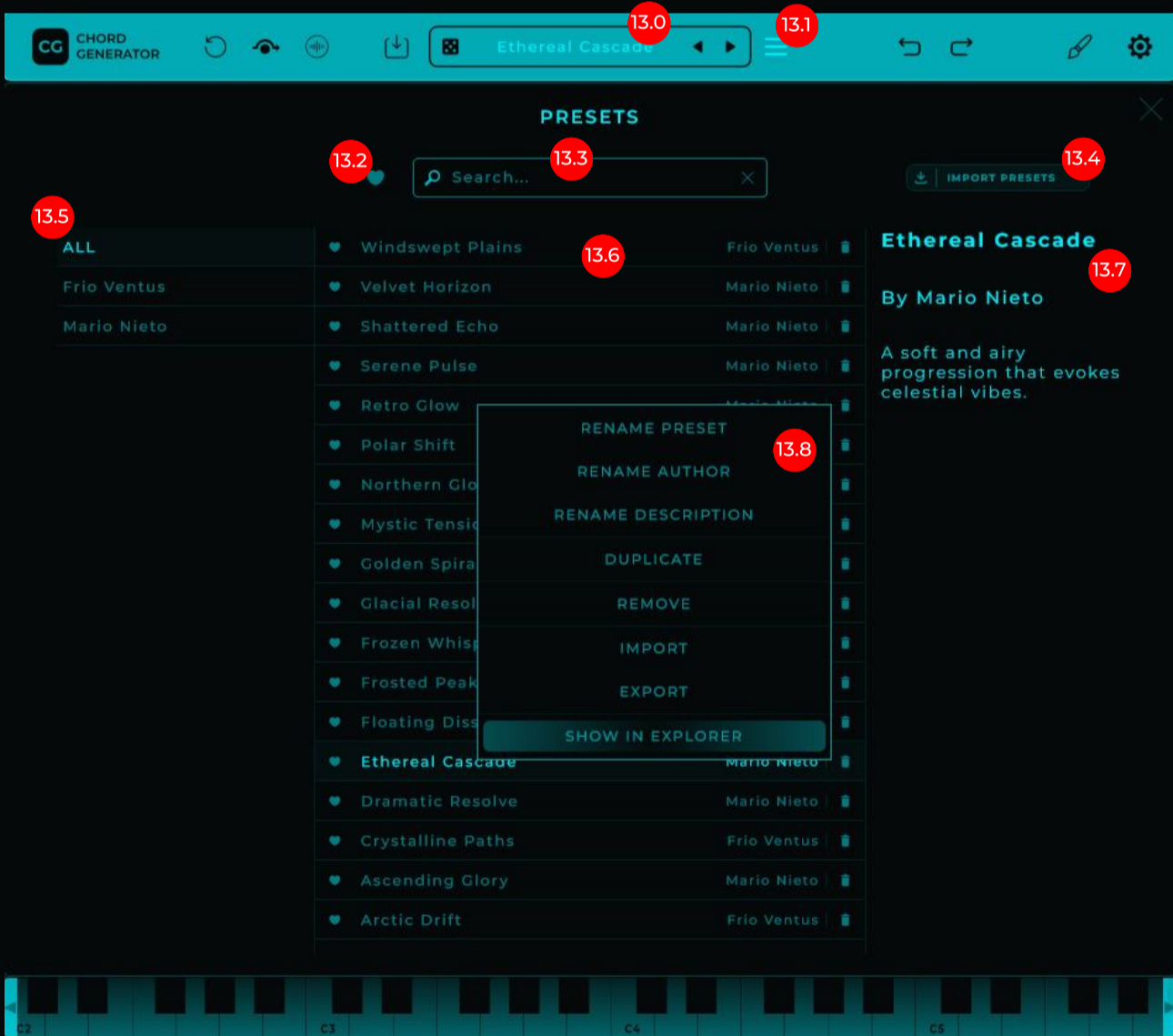
12.2 - Author: Use this field to add the author's name for the preset.

12.3 - Description: Use this field to add a description of the preset you are about to save.

12.4 - Cancel: Cancels the preset saving process.

12.5 - Save: Saves the current state with the specified name, author, and description. Presets are saved as external files that can be exported and loaded into other instances of Chord Generator.

Once presets are saved, you can access them from the Library Panel. Note: Presets can also be loaded by simply dragging the saved Chord Generator files and dropping them onto the UI.



13.0 and 13.1 - Show Presets Panel: Click to reveal the Presets List panel.

13.2 - Show Favorite Presets: When this is active, only the presets marked as favorites will be displayed.

13.3 - Search Preset: Enter the name of a preset to filter and display it in the list.

13.4 - Import Presets: Opens a dialog to select and import presets. You can also drag and drop a folder or individual presets onto Chord Generator, or right-click on a preset to choose export or import options.

13.5 - Author List: In this list, you can select an artist so that only the presets created by the selected artist appear in the presets list, or choose ALL to display all the presets.

13.6 - Preset List: This is the list of presets, displaying the preset name and author. You can delete a preset using the trash icon or mark it as a favorite with the heart icon. To view preset details, single-click on it, and the details will appear on the right (13.6). To load a preset, double-click on it.

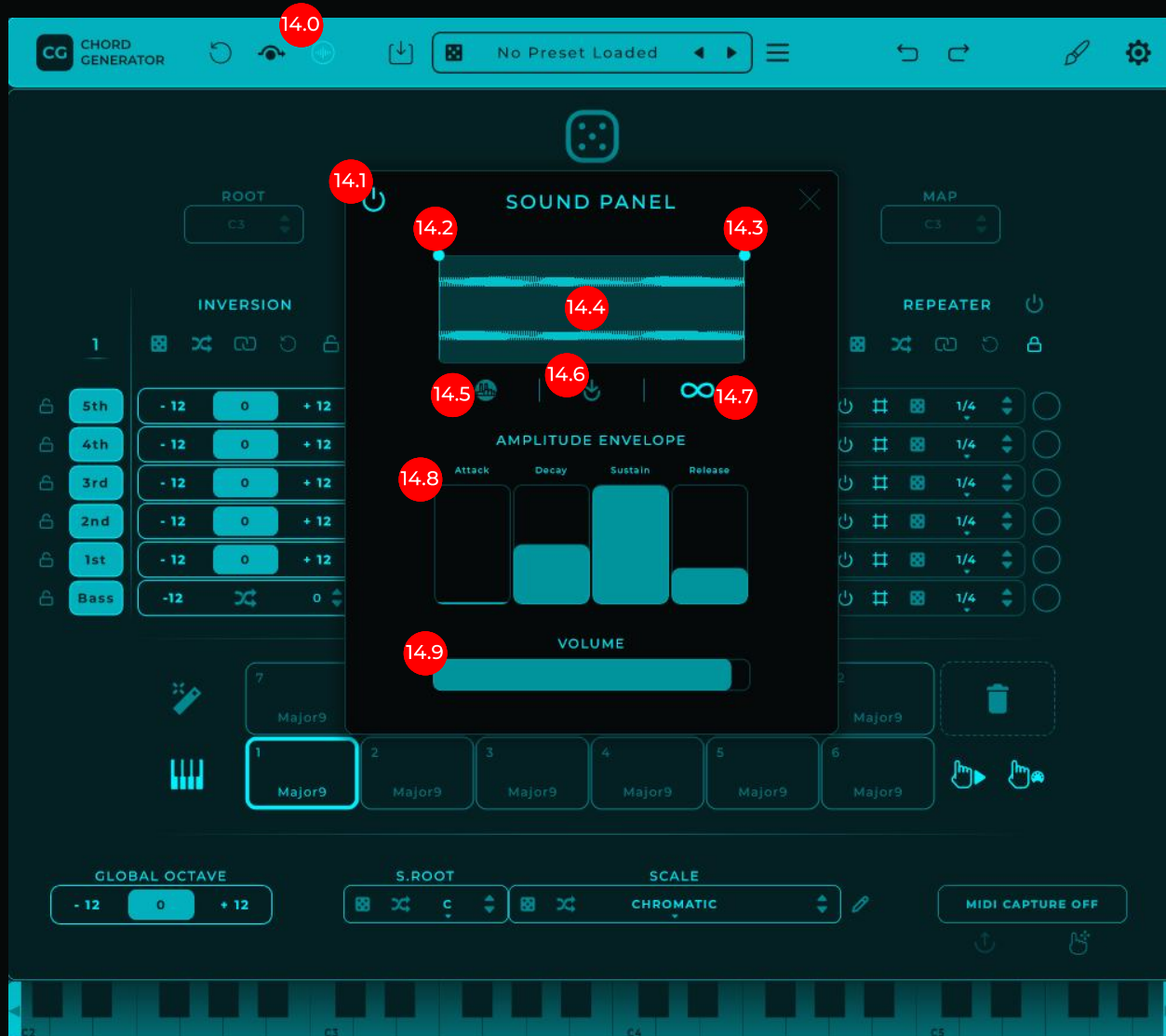
13.7 - Preset Details: This section displays details about the selected preset, including its name, the author's name, and its description, from top to bottom.

13.8 - Right-Click on Preset: Right-clicking on a preset opens a popup with various options, including importing, duplicating, renaming, and more.

SOUND PANEL

ONLY AVAILABLE IN THE STANDALONE VERSION

The Standalone version, in addition to sending the generated MIDI, includes a small sampler to load and play your audio samples or use the built-in factory sound.



14.0 - Show Sounds Panel (ONLY FOR STANDALONE): [Click here to show or hide the sound panel.](#)

14.1 - Activate/Deactivate Sounds Panel: [Enables or disables the sampler.](#)

14.2 - Start Sound/Loop: [Adjusts the starting point of the sound and the beginning of the loop.](#)

14.3 - End Sound/Loop: [Adjusts the endpoint of the sound and the moment it loops back to the start if looping is active.](#)

14.4 - Waveform: [Displays the waveform of the loaded sample. Dropping a WAV, AIFF, or MP3 file onto this area will automatically load the sample.](#)

14.5 - Load Factory Sound: [Click here to load the built-in factory sound.](#)

14.6 - Load Sample Dialog: [Opens a window to select and load a sample from your computer.](#)

14.7 - Loop: [Enables or disables looping, causing the sound to repeat while the chord is being generated.](#)

14.8 - Amplitude Envelope: [Adjusts the attack, decay, sustain, and release of the sound.](#)

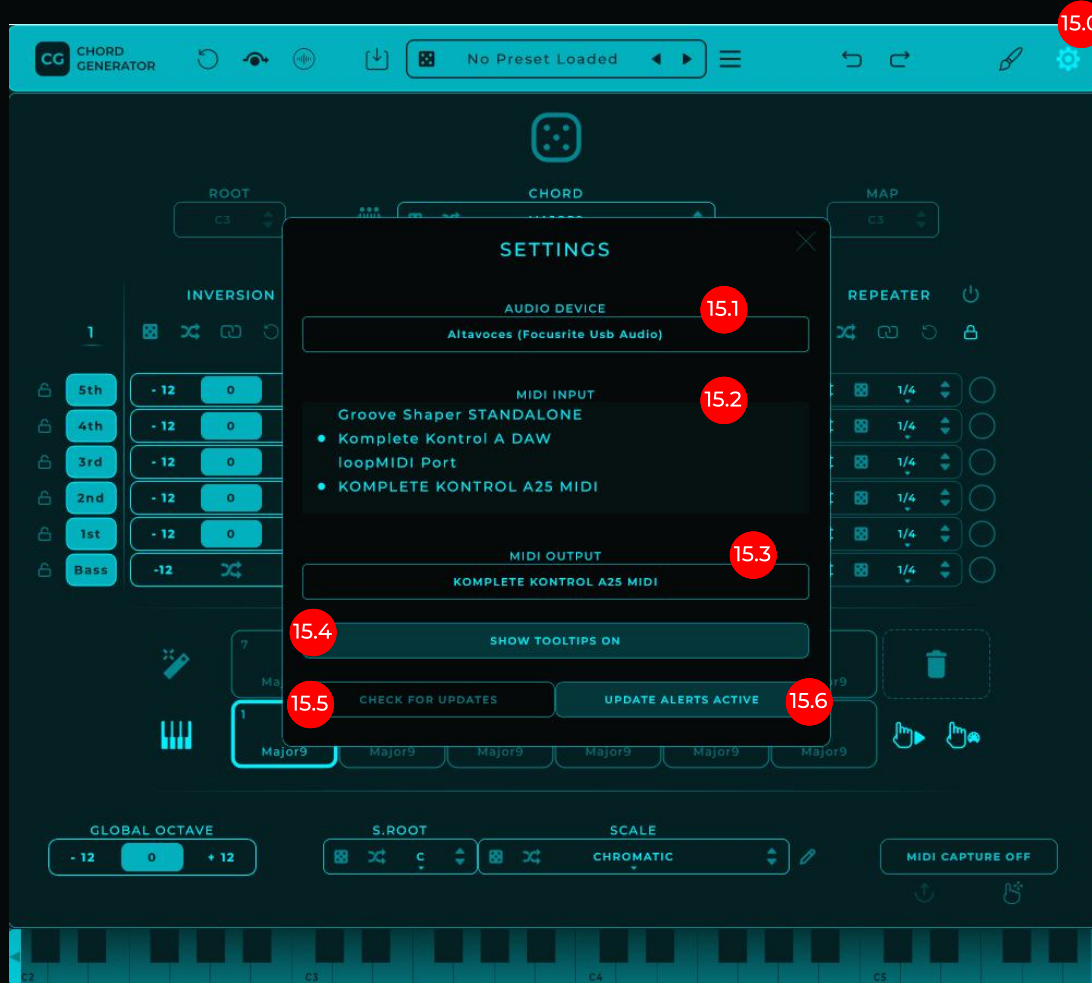
14.9 - Volume: [Controls the output volume of the sound.](#)

MID MAPPINGS

Almost all parameters in Chord Generator can be mapped via MIDI CC. Simply right-click on a parameter, and a popup will appear with the option "LEARN MIDI ASSIGNMENT." Once clicked, the parameter will wait to receive a CC message. At this point, simply press, move, or send a CC message from your MIDI controller. The controller will then be associated with the mapped parameter, allowing you to control it externally without needing to use the mouse.



SETTINGS



15.1 - Audio Device (ONLY AVAILABLE IN STANDALONE): Selects the audio device to output the generated sound.

15.2 - MIDI Input Device (ONLY AVAILABLE IN STANDALONE): Selects the input devices through which Chord Generator will receive MIDI.

15.3 - MIDI Output (ONLY AVAILABLE IN STANDALONE): Specifies the device through which MIDI will be sent.

15.4 - Show Tooltips: When active, hovering over any control will display a description of the parameter under the mouse pointer.

15.5 - Check for Updates: Clicking this will make Chord Generator check for newer versions. If an update is available, it will display a panel where you can download or ignore the update.

15.6 - Update Alerts Enabled/Disabled: When enabled, Chord Generator will automatically check for updates. If a new version is available, a panel will be displayed to download or ignore it. When disabled, you will need to manually check for updates by clicking "Check for Updates."

